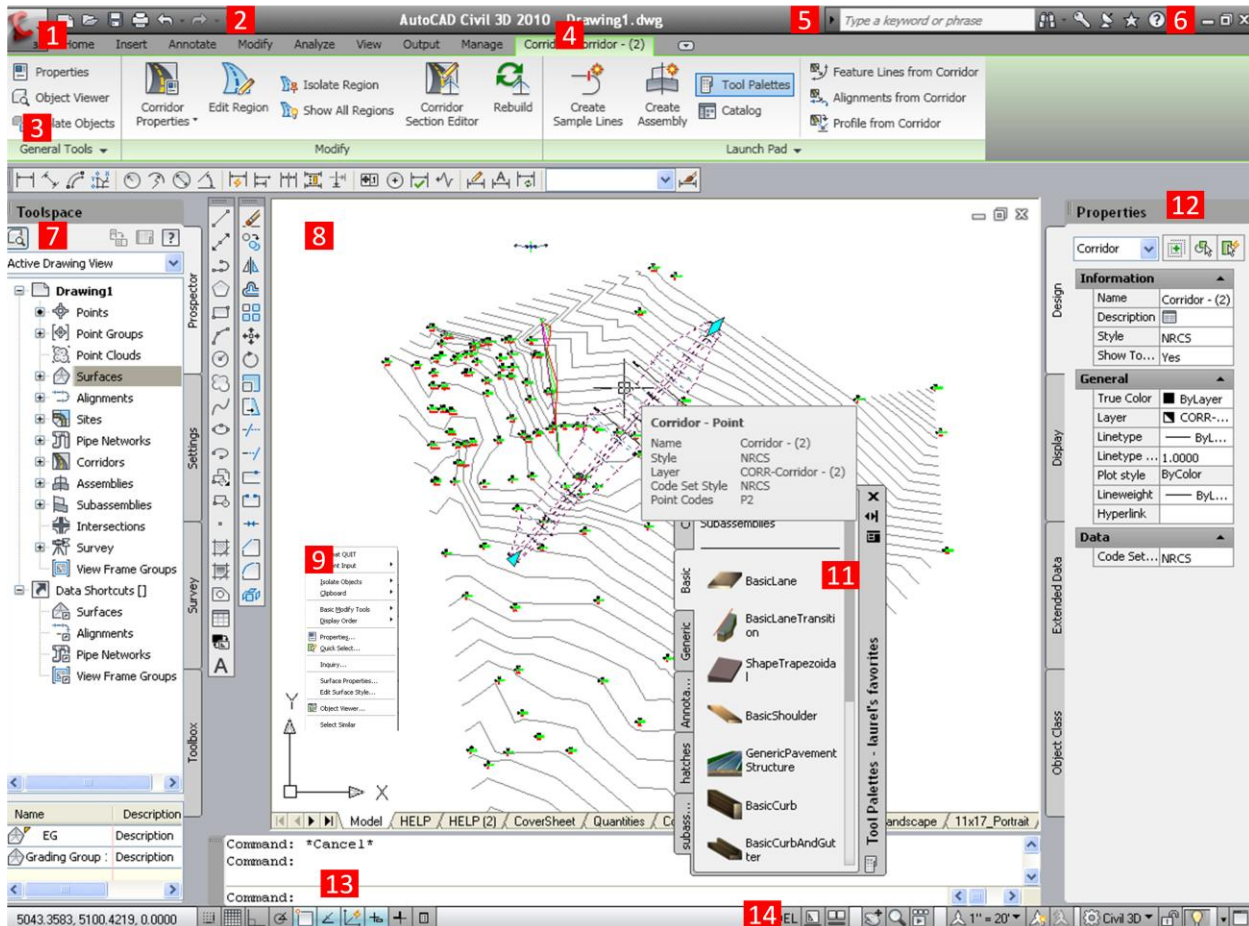# CIVIL 3D 2010 USER INTERFACE
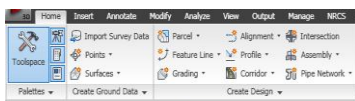

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1 **APPLICATION MENU**

In addition to file management commands such as New, Open, Save, Export and Close, the application menu includes a keyword search for finding other commands in the application. The application menu also tracks recent documents and open documents. Recent documents include all file types that can be opened, such as DWG, DWT, DWS, and DXF.

Push pins keep a file in the list of recently opened items in the application menu. On the ribbon, push pins are used to keep a ribbon panel open.

2 Quick Access Toolbar

Store commands that you frequently access. By default, you can access New, Open, Save, Plot, Undo and Redo from the Quick access Toolbar. Add commands to the Quick access Toolbar using the More Commands option available by clicking the drop-down menu.

3 Ribbon

The Ribbon is the central location for accessing commands. It provides easy access to tools through a collection of tabs and panels. Each tab contains multiple panels, and each panel contains multiple tools. Some panels can be expanded to access additional tools.

This help sheet was obtained courtesy of the Minnesota NRCS Engineering Division and has been modified for use in Wisconsin.

CIVIL 3D 2010 USER INTERFACE

4 Contextual Tab

When you select objects in the drawing area, the ribbon displays a contextual tab that contains only those commands relative to your selection.
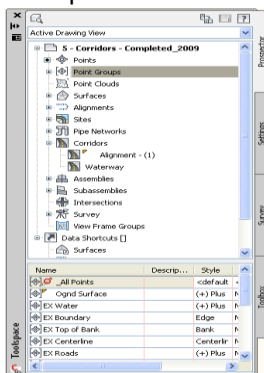

5 InfoCenter

InfoCenter tools let you establish links and settings for automatic updates, notifications, and access to user groups. Enter a keyword to generate a list of links to related learning resources.

6 Help Menu

Click the question mark to open the Help files. Click the drop-down arrow to display additional menu choices regarding commands, tutorials, and other learning resources.
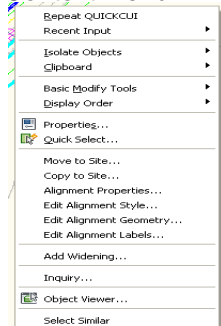

7 Toolspace

Access the Prospector, Settings, Survey and Toolbox tabs. Use the Prospector tab to manage design objects. Use the Settings tab to manage object settings, styles, and other drawing items, such as point file formats, description key sets, and grading criteria sets. Use the Survey tab to manage survey projects, data, and settings. Use the Toolbox tab to access Reports Manager, and additional customized NRCS design tools including the HEC RAS Extension and the Stage Storage Extension.

8 Drawing Area

The drawing area is where you create all objects. The objects are most often displayed in a top view. You can change the viewing direction to see objects that have both 2D and 3D components by clicking the 'Orbit' button on the 'Navigate' tab.
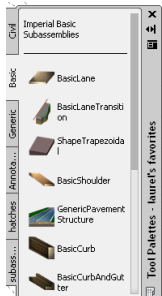

9 Context Menu

Right-clicking any selected object displays a menu of editing commands specific to that object. For example, right-click an alignment and edit the alignment, alignment labels, and alignment styles.

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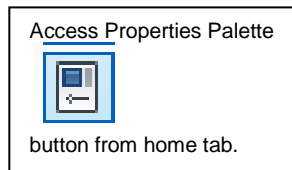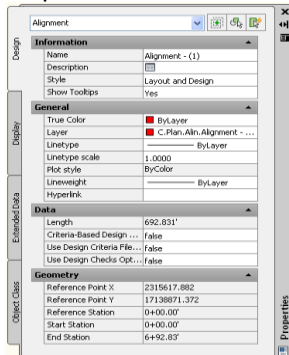
CIVIL 3D 2010 USER INTERFACE

11 Tool Palettes

Organize, share, and place (1) tools such as blocks, subassembly and corridor assembly objects and (2) drafting objects such as polylines, lines or text. Change the properties of any tool palette and organize tool palettes into groups.
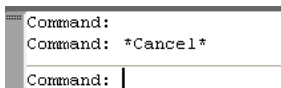
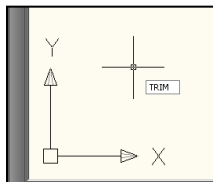Access Tool Palettes

button from home tab.

12 Properties Palette

You can use the Properties palette to enter values for objects as you create them or to edit the values of existing objects that you select.

Access Properties Palette

button from home tab.

13 Command Line

Command:
Command: *Cancel*
Command:

Execute a command by typing the full command name or command alias at the command prompt and pressing ENTER or SPACEBAR. When Dynamic Input is on and set to display dynamic prompts, you can enter many commands in tooltips near the cursor.

To turn Dynamic Input on and off, use the AutoCAD system variable DYNMODE, which has four settings:

- 0 to turn off all Dynamic Input features
- 1 to turn on pointer input
- 2 to turn on dimensional input
- 3 to turn on both pointer and dimensional input

14 Application Status Bar

The application status bar displays the coordinate values of the cursor position and provides tools to navigate your drawing. It also lets you view and modify many settings for drawing aids, such as object snap settings that help you to connect precisely to existing objects. Other options let you switch between model space and paper space, switch between open drawings, add movement and transitions to a saved view, maximize the drawing area, and minimize interface components. The Application Status Bar menu drop-down, on the far right, lets you control which of these options and settings are displayed.

2316782.7365, 1.7131E+07, 0.0000   MODEL   1" = 100'   Civil 3D

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